

Substitute for form 1449B/PTO

**INFORMATION DISCLOSURE  
STATEMENT BY APPLICANT**

(use as many sheets as necessary)

Sheet 1 of 1

**Complete if Known**

Application Number	10/686,551
Filing Date	October 14, 2003
First Named Inventor	Lokovic, Thomas David
Art Unit	2671
Examiner Name	Unassigned
Attorney Docket Number	021751-001710US

**NON PATENT LITERATURE DOCUMENTS**

Examiner Initials *	Cite No. <sup>1</sup>	Include name of the author (in CAPITAL LETTERS), title of the article (when appropriate), title of the item (book, magazine, journal, serial, symposium, catalog, etc.), date, page(s), volume-issue number(s), publisher, city and/or country where published.	T <sup>2</sup>
kn	1	AGRAWALA et al., Efficient image-based methods for rendering soft shadows, Computer Graphics, (SIGGRAPH 2000 Proceedings) pages 375-384.	
	2	CHANG et al., LDI tree: a hierarchical representation for image-based rendering, Computer Graphics (SIGGRAPH 99 Proceedings) pages 291-298.	
	3	HECKBERT, Survey of texture mapping. IEEE Computer Graphics and Applications, 6(11):56-67, November 1986.	
	4	KAJIYA et al., Rendering fur with three dimensional textures. In Computer Graphics (SIGGRAPH '89 Proceedings), volume 23, pages 271-280, July 1989	
	5	KAJIYA et al., Ray tracing volume densities. In Computer Graphics (SIGGRAPH '84 Proceedings), volume 18, pages 165-174, July 1984.	
	6	KEATING et al., Shadow penumbras for complex objects by depth-dependent filtering of multi-layer depth images. In Eurographics Rendering Workshop 1999, pages 205-220, New York, June 1999. Springer-Verlag.	
	7	LEVOY, Display of Surfaces from Volume Data. Ph.D. thesis, University of North Carolina at Chapel Hill, 1989.	
	8	LEVOY et al., Light Field Rendering, Computer Graphics (SIGGRAPH '96 Proceedings) pages 31-42	
	9	MAX, Hierarchical rendering of trees from precomputed multi-layer Z-buffers. In Eurographics Rendering Workshop 1996, pages 165-174, New York, June 1996	
	10	MITCHELL, Consequences of stratified sampling in graphics. In SIGGRAPH 96 Proceedings, pages 277-280. Addison Wesley, August 1996.	
	11	REEVES et al., Rendering antialiased shadows with depth maps. In Computer Graphics (SIGGRAPH '87 Proceedings), volume 21, pages 283-291, July 1987.	
	12	SHADE et al., Layered depth images. In SIGGRAPH 98 Proceedings, pages 231-242. Addison Wesley, July 1998.	
	13	SOLER et al, Fast calculation of soft shadow textures using convolution, Computer Graphics (SIGGRAPH 98 Proceedings) pages 321-322.	
	14	WILLIAMS, Casting curved shadows on curved surfaces. Computer Graphics (SIGGRAPH '78 Proceedings), 12(3):270-274, August 1978.	
kn	15	WILLIAMS, Pyramidal parametrics. Computer Graphics (SIGGRAPH '83 Proceedings), 17(3):1-11, July 1983	

Examiner  
Signature

Kimbombes ngrayer

Date  
Considered

10-14-04

\* EXAMINER: Initial if reference considered, whether or not citation is in conformance with MPEP 609. Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to applicant.

<sup>1</sup> Applicant's unique citation designation number (optional). <sup>2</sup> Applicant is to place a check mark here if English language Translation is attached.



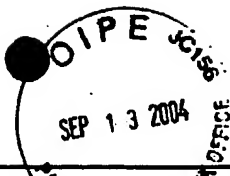
Substitute for form 1449B/PTO  <b>INFORMATION DISCLOSURE STATEMENT BY APPLICANT</b>  (use as many sheets as necessary)			<b>Complete If Known</b>		
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Sheet	1	of	1	Attorney Docket Number	021751-001710US

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Kn	16	WOO et al., A survey of shadow algorithms. <i>IEEE Computer Graphics and Applications</i> , 10(6):13-32, November 1990.	

Examiner Signature	<i>Kombaru Agreya</i>	Date Considered	10-14-04
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PTO/SB/08B (08-03)

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<i>Kn</i>	1	LOKOVIC et al., <i>Deep Shadow Maps</i> . In Proceedings of SIGGRAPH 2000, <u>Computer</u> Graphics Proceedings, Annual Conference Series, pages 385-- 392, 2000. K. Akeley, editor, <a href="http://graphics.stanford.edu/papers/deepshadows">http://graphics.stanford.edu/papers/deepshadows</a> , printed 9/1/04.	

Examiner Signature	<i>Thomas Akeley</i>	Date Considered	10-14-04
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